

# The Loop

## Character Generation

Mechanically characters are rated by dice that define various abilities.

Abilities are rated with die-levels (best to worst): d4, d6, d8, d10, d12

Start with 75 points

Die size costs:

Die Size	Cost	Cost Schedule for Consideration	“Level”
d20	0*	0	0
d14	1	3	1
d13	3	7	2
d12	6	12	3
d11	10	18	4
d10	15	25	5
d9	21	33	6
d8	28	42	7
d7	36	52	8
d6	45	63	9
d5	55	75	10
d4	66	88	11

\* A player who accepts this level of incompetence in an area gets to select an additional descriptor.

Sorcery costs 2x ?

Save leftover points to develop the character in play (DiP).

## Default Abilities

These vary from other abilities only inasmuch as they are cheaper, and broader.

- Persuasion
- Violence
- Perspicacity
- Hardiness
- Subterfuge
- Magic

## Descriptors

The character gets 6 descriptors that indicate generally what sorts of methods the character uses or types of skills that they have.

## Wherewithal

Characters start with 7 points of Wherewithal, representing energy and enthusiasm to get things done (see uses in Resolution below).

## Motives

Each character has a major motive and a minor motive, which are involved in getting Wherewithal.

## Resolution System

### Die Pools

Characters roll dice from abilities that pertain. If a descriptor applies, the die is one better.

GM rolls for of opposition: NPC Abilities, or static obstacles (default: d12)

Advantages are represented by additional dice. GM decides which side gets what dice.

### Resolving

All sides roll, lowest roll wins. A tie means that nobody rolling gets what they want.

### Botches

If the your best die is twice as high as the oppositions best die, then you have botched, and additional badness occurs. Even if you re-roll, you will suffer some penalty.

### Re-Rolling

Spend a point of Wherewithal to re-roll any die rolled

## Refreshing Wherewithal

Pool refreshes to full with “refreshment” scenes. These are anything that would refresh the character. The character gets 1 point back.

## Motives

If the character satisfies a Minor Motive, they gain 2 Wherewithal

If the character satisfies a Major Motive, they gain Wherewithal to bring their pool up to 10.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

[https://wiki.wishray.com/doku.php?id=loop:the\\_loop](https://wiki.wishray.com/doku.php?id=loop:the_loop)

Last update: **2019/12/08 19:44**

